

# ATARI® 400/800™

## COMPUTER PROGRAM CASSETTE HANGMAN

CX4108

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### Optional Accessory: One Joystick Controller

Use the following procedure to start your **HANGMAN Computer Program Cassette**.

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot.  
(Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet.  
(See your **Program Recorder Owner's Manual** for further details, if necessary.)
3. Turn your television on.
4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.  
(When an **ATARI Printer** and/or **Disk Drive** is connected to your system, it is possible to have loading problems, depending on how your computer console and peripherals are interconnected. Your best bet is to connect the **Program Recorder** directly into the computer console. If loading problems persist, consult the appropriate **ATARI Owner's Manual**.)
5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below.
6. Insert side **1** of the **HANGMAN Program Cassette** into the **ATARI 410 Program Recorder**. **RE-WIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.
7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the **RETURN** key again on the computer console.  
You will notice through the window of the **Program Recorder** that the tape is turning, which

means that the beginning of the program is being loaded into the computer.

8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**.
9. The screen display will now show an **ATARI** logo along with a **LOADING HANGMAN** message. An audio track with music will accompany this process and will provide you with some additional information.
10. At the conclusion of this loading process the introductory display for the **ATARI HANGMAN** program will be shown on the screen. In the middle of the screen will be the question, **INSTRUCTIONS (Y/N)?** ■. If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play, even if you think you know how to play the game.)
11. If you respond no (**N**), the computer will immediately begin loading the game into memory. After responding yes (**Y**), however, the screen display will show the following instructions:



Use the **OPTION** button on the console to select the game or difficulty level you wish to play. Your three choices are **BEGINNER/INTERMEDIATE/EXPERT**. As you press the **OPTION** button, the selected level will be the one which is a different color than the other two.

To begin press the **START** button. The alphabet is laid out on the screen in two rows. The number of hash marks denote the number of letters in the current word. When using the keyboard, simply type the letter you want displayed on the screen (in its proper order). The computer will not allow you to use a letter that has already been used, or which has been eliminated from the list as an incorrect guess.

If you decide to use the Joystick, move it right or left to move the "cursor" right or left. Move the Joystick forward or backward (toward yourself) to move the cursor between the two rows of letters. The selected letter will be the one blinking on the screen. When you have the letter you want, press the controller button.

Plug the Joystick into the number 1 **CONTROLLER JACK** on the front of the computer console.

12. When you have read and understood the first set of instructions, press **RETURN**. The next screen display will read as follows:



13. After pressing **RETURN** again, your last set of instructions will be:



14. Press **START** on the console to load the program into the computer. A **LOADING HANGMAN** message will appear at the bottom of the screen.

15. After the program has been loaded into the computer, the following display will automatically appear on the screen.



16. You're ready now to begin the game. Select a difficulty level (using the **OPTION** button), and begin (using the **START** button).

Your **WINS** and **LOSSES** are automatically recorded by the computer and displayed on the screen. You may change the difficulty level at any time by pressing the **OPTION** button (which will also temporarily change the screen display). This will not, however, change the **WINS/LOSSES** status when game play is restarted.

If you DO want to reset the **WINS** and **LOSSES** on the screen, press **SYSTEM RESET**. This will bring up the **READY** prompt. Type **RUN**, hit **RETURN** and you're ready to start over.

**Side 2:** The previous instructions apply to side 1 of the cassette tape. Side 2 does not include introductory instructions, only the program itself. To start side 2:

1. **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.
2. Type **CLOAD** on the keyboard and press **RETURN**.
3. After the "beep" sound press **PLAY** on the **Program Recorder** and hit **RETURN** again on the computer console.
4. When the **READY** prompt appears, type **RUN** and hit **RETURN**. The ATARI logo will appear on the screen while the program is automatically loaded into the computer. The **HANGMAN** program will subsequently appear on your television screen, at which time you're ready to start.

## **LIMITED 90 DAY WARRANTY**

### **ATARI® PROGRAM CASSETTES**

ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Program Cassette (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty is discovered during this 90 day warranty period, and you have timely validated this warranty, ATARI will repair or replace the Cassette, at ATARI's option, provided the cassette and proof of date of purchase is delivered or mailed, postage prepaid, to an authorized ATARI Service Center, a list of which accompanies this warranty.

This warranty shall not apply if the Cassette (i) has been misused or shows signs of excessive wear, (ii) has been damaged by playback equipment or while being used with any products not supplied by ATARI, or (iii) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

#### **NOTICE**

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The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.

**PERSONAL  
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SYSTEMS**

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